

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Presented) A method of displaying user interface (“UI”) elements on a device, the method comprising the steps of:
 - determining a size of user interface (“UI”) elements that fit within a display on the device;
 - determining a plurality of UI elements that may be selected for displaying on the display;
 - selecting a first subset of UI elements from the plurality of UI elements, wherein the first subset of UI elements have the size to fit within the display;
 - loading only the first subset of UI elements into a memory on the device; and
 - displaying in a menu on the display, simultaneously with the loading into the memory, the first subset of UI elements; and
 - when the menu is scrolled up or down based on a user input such that at least one of the first subset of UI elements is not displayed and at least one of a second subset of UI elements from the plurality of UI elements is displayed by:
 - discarding the at least one of the first subset of UI elements from the memory; and
 - loading the at least one of the second subset of UI elements into the memory.
2. (Canceled)
3. (Previously Presented) A method according to claim 1, further comprising receiving the user input activating a user input means causing the menu to be scrolled.
4. (Previously Presented) A method according to claim 3, wherein the plurality of UI elements are stored at a single location and a mark-up language component is provided that defines the location of the plurality of UI elements.

5. (Previously Presented) A method according to claim 4, wherein the mark-up language component further defines the displaying of the selected subset of UI elements in a list.
6. (Previously Presented) A method according to claim 5, wherein a template is associated with the mark-up language component, the template determining an appearance of a selected subset of UI elements displayed in the list.
7. (Previously Presented) A method according to claim 3, wherein the plurality of UI elements are stored in a single file, a mark-up language component is provided that defines a location of the file and the file comprises one or more data resources for displaying.
8. (Previously Presented) A method according to claim 7, wherein the mark-up language component further defines the displaying of a selected subset of UI elements in a list.
9. (Previously Presented) A method according to claim 8, wherein a template is associated with the mark-up language component, the template determining an appearance of a selected subset of UI elements displayed in the list.
10. (Previously Presented) A method according to any of claims 5, 6, 8 or 9, wherein the list of the selected subset of UI elements comprises one or more further lists, each of the one or more further lists being identified by a unique expression.
11. (Previously Presented) A data carrier comprising computer executable code for performing the method of any of claims 1, 3, 4, 5, 6, 7, 8 or 9.
12. (Currently Amended) A device comprising a memory, a display and a user interface, the device being configured, in use, to:
 - determine a size of user interface ("UI") elements that fit within the display on the device;
 - determine a plurality of UI elements that may be selected for displaying on the display;

select a first subset of UI elements from the plurality of UI elements, wherein the first subset of UI elements have the size to fit within the display;

load only the first subset of UI elements into the memory on the device; and

display in a menu on the display, simultaneously with the loading into the memory, the first subset of UI elements; and

when the menu is scrolled up or down based on a user input such that at least one of the first subset of UI elements is not displayed and at least one of a second subset of UI elements from the plurality of UI elements is displayed:

discarding the at least one of the first subset of UI elements from the memory; and

loading the at least one of the second subset of UI elements into the memory.

13. (Canceled)

14. (Previously Presented) A device according to claim 12, further comprising a user input means responsive to the user input causing the menu to be scrolled.

15. (Previously Presented) A device according to claim 14, wherein the plurality of UI elements are stored at a single location in the memory and further comprising a mark-up language component that defines the location of the plurality of UI elements.

16. (Previously Presented) A device according to claim 15, wherein the mark-up language component further defines the displaying of a selected subset of UI elements in a list.

17. (Previously Presented) A device according to claim 16, wherein a template is associated with the mark-up language component, the template determining an appearance of the selected subset of UI elements displayed in the list.

18. (Previously Presented) A device according to claim 14, wherein the plurality of UI elements are stored in a single file in the memory and further comprising a mark-up language component that defines a location of the file and wherein the file comprises one or more data resources for displaying.

19. (Previously Presented) A device according to claim 18, wherein the mark-up language component further defines the displaying of a selected subset of UI elements in a list.
20. (Previously Presented) A device according to claim 19, wherein a template is associated with the mark-up language component, the template determining an appearance of the selected subset of UI elements displayed in the list.
21. (Previously Presented) A device according to any of claims 16, 17, 19 or 20, wherein the list of the selected subset of UI elements comprises one or more further lists, each of the one or more further lists being identified by a unique expression.
22. (Previously Presented) A device according to any of claims 12 to 20, wherein the device comprises wireless communication means.
23. (Previously Presented) A device comprising processing means, storage means, a display, user input means, wireless communication means and a user interface, wherein the device is configured to perform the method of any of claims 1, 3, 4, 5, 6, 7, 8 or 9.
24. (Currently Amended) A device configured to display user interface (“UI”) interface elements, comprising:
- means for determining a size of user interface (“UI”) elements that fit within a display on the device;
 - means for determining a plurality of UI elements that may be selected for displaying on the display;
 - means for selecting a first subset of UI elements from the plurality of UI elements, wherein the first subset of UI elements have the size to fit within the display;
 - means for loading only the first subset of UI elements into a memory on the device; and
 - means for displaying in a menu on the display, simultaneously with the loading into the memory, the first subset of UI elements; and

means for performing, when the menu is scrolled up or down based on a user input such that at least one of the first subset of UI elements is not displayed and at least one of a second subset of UI elements from the plurality of UI elements is displayed:

~~means for~~ discarding the at least one of the first subset of UI elements ~~is from~~ the memory; and

~~means for~~ loading the at least one of the second subset of UI elements into the memory.

25. (Currently Amended) A computer-program product comprising a computer-readable medium having instructions thereon, the instructions comprising:

code for determining a size of user interface (“UI”) elements that fit within a display on a device;

code for determining a plurality of UI elements that may be selected for displaying on the display;

code for selecting a first subset of UI elements from the plurality of UI elements, wherein the first subset of UI elements have the size to fit within the display;

code for loading only the first subset of UI elements into a memory on the device; and

code for displaying in a menu on the display, simultaneously with the loading into the memory, the first subset of UI elements; and

code for performing a discarding and a loading when the menu is scrolled up or down based on a user input such that at least one of the first subset of UI elements is not displayed and at least one of a second subset of UI elements from the plurality of UI elements is displayed, said code including:

code for discarding the at least one of the first subset of UI elements ~~is from~~ the memory; and

code for loading the at least one of the second subset of UI elements into the memory.

26. (Previously Presented) The method of claim 1, wherein the plurality of UI elements contains images and text strings operable for displaying the menu, and the first subset of UI

elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable for displaying a menu entry on the user interface.

27. (Previously Presented) The device of claim 12, wherein the plurality of UI elements contains images and text strings operable for displaying the menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable for displaying a menu entry on the user interface.

28. (Previously Presented) The device of claim 24, wherein the plurality of UI elements contains images and text strings operable for displaying the menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable for displaying a menu entry on the user interface.

29. (Previously Presented) The computer program product of claim 25, wherein the plurality of UI elements contains images and text strings operable for displaying the menu, and the first subset of UI elements contains a first image and a first text string chosen from the plurality of UI elements, the first image and the first text string operable for displaying a menu entry on the user interface.

30. (Previously Presented) A device according to claim 24, further comprising a user input means responsive to the user input causing the menu to be scrolled.

31. (Previously Presented) A device according to claim 30, wherein the plurality of UI elements are stored at a single location and further comprising a mark-up language means that defines the location of the plurality of UI elements.

32. (Previously Presented) A device according to claim 31, wherein the mark-up language means further defines the displaying of the selected subset of UI elements in a list.

33. (Previously Presented) A device according to claim 32, further comprising a template means associated with the mark-up language means, the template means determining an appearance of a selected subset of UI elements displayed in the list.

34. (Previously Presented) A device according to claim 30, wherein the plurality of UI elements are stored in a single file, and further comprising a mark-up language means that defines a location of the file and wherein the file comprises one or more data resources for displaying.

35. (Previously Presented) A device according to claim 34, wherein the mark-up language means further defines the displaying of a selected subset of UI elements in a list.

36. (Previously Presented) A device according to claim 35, further comprising a template means associated with the mark-up language means, the template means determining an appearance of a selected subset of UI elements displayed in the list.

37. (Previously Presented) A device according to claim 32, wherein the list of the selected subset of UI elements comprises one or more further lists, each of the one or more further lists being identified by a unique expression.

38. (Previously Presented) A computer-program product according to claim 25, further comprising code associated with a user input means causing the menu to be scrolled.

39. (Previously Presented) A computer-program product according to claim 38, wherein the plurality of UI elements are stored at a single location and further comprising code for a mark-up language component that defines the location of the plurality of UI elements.

40. (Previously Presented) A computer program product according to claim 39, wherein the code for the mark-up language component further defines the displaying of the selected subset of UI elements in a list.

41. (Previously Presented) A computer-program product according to claim 40, further comprising code for a template associated with the mark-up language component, the code for the template determining an appearance of a selected subset of UI elements displayed in the list.

42. (Previously Presented) A computer-program product according to claim 38, wherein the plurality of UI elements are stored in a single file, and further comprising code for a mark-up language component that defines a location of the file and wherein the file comprises one or more data resources for displaying.

43. (Previously Presented) A computer-program product according to claim 42 wherein the code for the mark-up language component further defines the displaying of a selected subset of UI elements in a list.

44. (Previously Presented) A computer-program product according to claim 43, further comprising code for a template associated with the mark-up language component, the code for the template determining an appearance of a selected subset of UI elements displayed in the list.

45. (Previously Presented) A computer-program product according to claim 40, wherein the list of the selected subset of UI elements comprises one or more further lists, each of the one or more further lists being identified by a unique expression.

46. (New) A method according to claim 1, further comprising:
detecting an initialization event and, in response, initializing and loading the memory with at least one given default UI element; and

displaying on the display a starting menu having an icon representing the at least one default UI element;

detecting the first user input occurring after displaying the starting menu to scroll the menu up or down and, based on said user input, discarding at least one default UI element from the memory loading into the memory at least one UI element as a starting first subset of UI elements; and

displaying as a scrolled display the initial first subset of UI elements in the memory.

47. (New) A method according to claim 1, wherein at least one of the first subset of UI elements in the memory is a title bar UI element to display information relating to at least one other of the first UI elements in the memory, wherein the discarding of at least one of the first subset of UI elements from the memory does not discard the title bar UI element and, after loading the at least one of the second subset of UI elements into the memory, changing the information displayed by the title bar UI element based on at least one of the discarding and loading.